

# Frontiers of Space Access/Utilization/ Exploration Technologies

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#### "Spaceship Earth"

#### The crew are:

- Plundering the ship's supplies
- Tinkering with the temperature and lifesupport controls
- Still looking for the instruction manual
- Engaging in bloody skirmishes in every corner of the vessel
- Increasing the size of the crew by 2 million PER WEEK

- P. Creola



# Technological Ages of Humankind

- Hunter/Killer groups [Million BC~10K BC]
- Agriculture [10K BC~1800 AD]
- Industrial [1800~1950]
- IT [1950~2020]
- Bio/NANO [2020-?]
- Virtual

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- Hunter-Gatherer "Nature Provided"
- Agriculture <u>Controlled</u> Nature (Plants/Animals)
- Industrial Mechanized Agriculture
- IT/BIO/Nano <u>Automating</u> Industry/Agriculture
- Virtual <u>Robotization</u> of IT/Bio/Nano/Industry/Agriculture



## Humans Have "Taken Over" and Vastly Shortened "Evolution"

#### Of the Planet

- Global Warming/Pollution/Deforestation
- Huge "Public Works" (e.g. 3 Gorges Dam)

#### • Of the Human Species

- Genomic Design and Repair
- "Mind Children" (Moravec)

#### Products/Life Forms

- Cross Species Molecular Breeding
- "Directed Evolution" (Maxygen etc.)

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# KEY "FUTURE TECHNOLOGIES" (all highly synergistic/at the frontiers of the small, in a "feeding frenzy" off each other)

- IT
- Silicon/bio/optical/quantum/nano computing ("no end in sight," another 10<sup>6</sup> +)
- (Virtual reality/holographic) immersive ubiquitous comms., hyperspectral sensors, "virtual presence"
- Automatic/robotic "everything"
- Huge cost reductions
- Bio
  - Life span doubling
  - Genetic engineering before birth
  - Plants irrigated by seawater (food, petro-chem feed stock, minerals, terraforming)
- Nano
  - Carbon nanotubes (600X strength-to-weight of steel)
  - "Assemblers"/"living factories"
  - Huge cost reductions



#### VIRTUAL REALITY OUTLOOK

- Optical Comms Bandwidth
- "Conventional" VR/next 10 years
  - "3-D" Sound, Smell, Haptic Touch
  - Projection onto eye
  - Better/more intense that Reality
- Beyond Conventional
  - Direct Brain Feeds
  - "Super Sensory" inputs/experiences
- Applications Include Entertainment, Travel, Business, Medicine, Education, Creativity

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#### Nano Technology

- <u>Coatings/Barriers</u> (thermal, radiation, abrasive, recording, combined sensors/ effectors/signature/comms, single molecule sensors)
- <u>Computers</u> (Molecular/Petaflop and beyond Computing)
- <u>Materials</u> (SWCNT's, Ultra high strengthto-weight, High Surface area for catalysis, sieves, filters, absorption)
- "Assemblers"? (Changes EVERYTHING -e.g. Economics, Exploration, Manufacture)



#### **Carbon Nanotubes**

- C1,000,000, Buckminister Fullerine Carbon
- 100X strength, 1/6 weight of steel
- 8X better Armor
- Low energy Molecular/Petaflop Computing (10<sup>-4</sup> En. Usage)
- Ultra Capacitor/High Temperature SC

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#### **DOE** [A.D. 2000]

## $\frac{Graphite\ nanofibers\ which\ store}{3X\ weight\ of\ H_2}$

[Fuel & Rad Protection, Spacecraft and EVA suits]



#### **Sensor Trends**

- Mini-to-Micro-to-Nano
- Hyperspectral
- Multiphysics
- Hypersensitive (E-6 F IR Nano cantilevers)
- Integrated with Actuators
- "Off-Board" Sensor Webs/Swarms (Contectual/Anticipatory)

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#### **Actuator Trends**

- Discrete-to-Distributed
- Mini-to-micro-to-?
- Amplitude/Gain increase (Bifurcations/Saddle points)
- Mechanical-to-E/M-to-E/chem/bio?
- Energy Regenerative/reduction/generation
- Structural Integration (Strength Increase?)
  - Room Temperature S/C E-M?



#### **Free Form Fabrication**

- Powder/Wire Metallurgy using robotic magnetically steered electron beams to create accreting local melts
   GROW instead of CUT
- No fasteners, no strong backs for fasteners
- Nearly infinite fatigue life, excellent metallurgy
- (Repairable) metals at lower weight than far more expensive composites

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#### "Givens" (Now-to-Soon)

- · Gb data transfer rates, optical comms
- Terraflop-to-petaflop computing
- Exceptional AI (from Bioinfomatics, biomimetics)
- Wonderous/Ubiquitous/inexpensive land/sea/air/space multiphysics/hyperspectral sensor swarms (military/commercial/scientific)
- Robotics/swarm technologies primarily commercial/endemic worldwide



#### What Would Be "Exciting"?

- Energy to Earth from space (He<sub>3</sub>, solar, zero pt. eng)?
- Virtual presence (immersive) for public
- Discover
  - Life (carbon or non-carbon based)
  - Breakthrough materials, ala He3 on moon
  - New energy sources
- Humans emigrate/colonize other worlds (safely and affordably)
- "Planetary defense" (from asteroids etc.)
- UFO's exist (e.g. intelligent life "wandering around")
- Discover new physical phenomena (space warps, space worlds, or ?)

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# The Importance of Revolutionary Technology

- Exploration funding Realities:
  - Tax Cuts Will Ensure Level Budgets
  - "Due Bills" for station/shuttle willEnsure limited Exploration Budgets
- Simplex Current Exploration Status:
  - What is affordable is not safe
  - What is safe is not affordable
- Revol. Goals (Both Safe & Affordable) require Revol. Technology

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## Ongoing Changes/Options in Space Utilization & Economics

- From IT/Bio/Nano Payloads which are much Smaller/Lighter/Smarter/Cheaper
- Results in increasing "Value per pound" and less pounds (Utah Company offering 4" sats for 45K including the "ride.")
- Decreasing rational for "Humans in Space" (Robotics MUCH "better/cheaper/faster")
- Revol. Rocket & "Mass Launch" Options
- Reusable In-Space Infrastructures (Fuel Depots, "Beamers," Insitu free form fab.)

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#### "Givens"

- Strive for REUSABLE (include In-Space) INFRASTRUCTRE (Commercial, Scientific, Military, Other Govt.)
  - Propulsion, ISRU, Shelters, Flyers, Rovers, Etc.)
- "Full Court" Utilization/Leveraging of the on-going IT/Bio/Nano Tech Revolutions (incl. Smart Dust, Moletronics) to reduce size/wt./power req., increase capab.
- "Leveraging" of Commercial, Military, non-Aerospace Investments



#### "Metrics"

- Reduced Cost(s):
   (Reduced design/manuf. costs, red. weight, part count, power req., support, "standing Army")
- Improved Safety: (Abort options, Radiation/microG, Reliability in the "Real World" "Out There")
- Increased "Productivity"/ROI

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#### (Simplistically) "Need"

- "Cheap" Energy/power
- Light Weight
- Reliability



# Advanced Technology Categories

- Propulsion (ETO, In-space)
- Energy Storage/sources
- Materials/Fab.
- On Planet ops/"Stuff"
- Radiation/Micro g Protection/Mitigation
- Spacecraft
- Architectures/Systems/"Concepts"

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# If God had wanted people to go to Space, She would have given them more Money

Mark Albert Scientific American



# Two Disparate Space Access Missions

- Civilian/Military (nearer-to-mid-term)- "Inexpensive" <u>space access</u>, ≈ \$100/lb.
   (<u>Revolutionary Rocket</u> and/or very advanced fuels)
- Military (somewhat farther term)-(Affordable) space warfare, "flexibility
  metrics" (<u>Airbreather</u> and/or advanced
  fuels)

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# ACCESS TO SPACE THE METRICS

#### **CIVILIAN AND MILITARY**

- · Inexpensive (\$100/lb)
- Reusability
- Improved
  - Safety
  - Reliability
  - Frequency of operation/rapid turnaround
- Simplified ground ops/reduced "standing Army"
- Environmental compatibility
  - Chemical
  - Debris
- Safe abort/assured payload return

#### FLEXIBLE MILITARY (2ND GENERATION "SPACE PLANE")

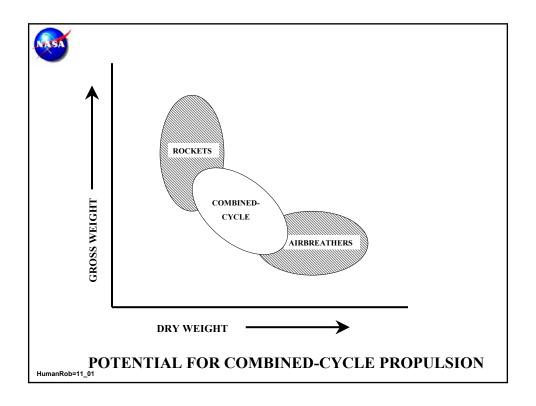
- · Reduced glow/size (handling/hiding)
- Reusability
- · All azimuth/inclination launch
- Improved
  - Safety
  - Reliability
  - Frequency of operation/rapid turnaround
- · Enhanced launch windows
- Self-ferry
- · Hypersonic cruise
- Simplified ground ops/(storable fuels?)
- · Large cross range
- · Increased launch site options
- Orbital plane change
- Launch on demand
- Orbit, de-orbit, re-orbit
- Safe abort/assured payload return



#### **ACCESS TO SPACE** THE (USUAL) DESIGN OPTION

- Rockets (various)
- Airbreathing (various)
- Staging (single, two, three, etc.)
- Reusable/expendable
- Horizontal/vertical T/O and landing
- **Fuels (various)**
- Manned/unmanned
- **Materials (various)**
- Controls (various)

Thus far--no clear "winning combinations" for either affordability or flexibility metrics, are agonizing along evolutionary development paths, worldwide





#### **Airbreather Issues**

- Increased Engine/Dry Weight
- Increased Maintenance
- Large Development costs
- Unknown, but worrisome, thermal-acoustic fatigue problems

Overall - Increased Cost (but greater "Flexibility")

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#### NASA Gen 2/3 ETO Program Comments

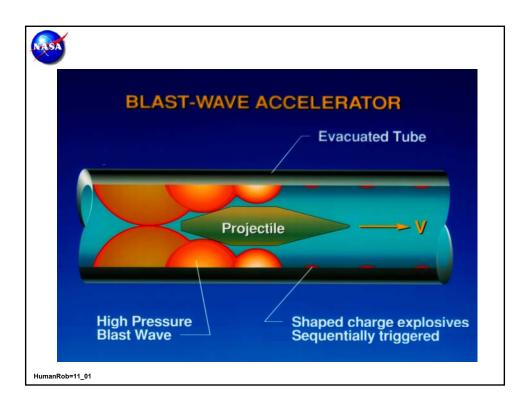
- Major disconnect(s) between goals (1/100 cost, 1000X safety) and program content
- The "Health monitoring" (IVHM) etc. bits are good/will reduce cost(s)
- The RBCC parts will probably INCREASE cost/reduce safety (Cannot test on ground, Development costs, greater Engine dry wt., incr. Maintenance)
- No Requisite "paradigm-busting" Content, Hence no source(s) for Huge Improvements to meet goals



#### "Revolutionary (ETO) Rocket"

- PDWR, Deton. In Liquid fuel, Red. Fuel pump pressures
- Hypermixing Base Ejector/augmentor (X2 payload)
- Fuel Isomers, LENR, HEDM (Various)
- "Designer Aero," obviate ballast/packaging
- Syntactic Foams, CNT's
- Loooong CNT elec. Cable left attached during some of assent (self supporting) to feed energy into an MHD base accelerator (ISP 2500 sec.)







#### "Beamers"

- Reusable Commercial/Military etc. Infrastructure
- In-Orbit Beaming Sats (Earth and Planet)
- Solar or "Fueled"
- Either:
  - Free Electron Lasers w/Narrow Band PV's OR
  - AC MW with Rectennas
- "Off Board" energy to power an MHD nozzle Accelerator for ISP = 2500 sec. High thrust Chem.
- · Water for Antenna cooling, Radiation Protec., Fuel
- Allows High g Acceleration out of Gravity Well(s) and orbit raising/maneuvering
- In-Space "Beam Lenses"/Concentrators



#### Revolutionary Power Generation/Storage Opportunities

- Ultracapacitors
- Adv. Fuel Cells (e.g. Lithium/water/air)
- HEDM (e.g. Solid H<sup>2</sup>, Isomers, anti-matter, etc.)
- Adv. PV (50%?)
- Room Temperature SC/SMES

- C-Nanotube storage of H<sup>2</sup> (non-cryo)
- LENR
- ZPE

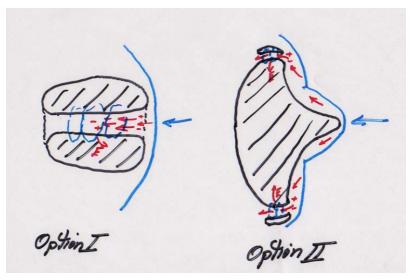
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#### A "New" Idea?

- Regenerative Aerobraking at MARS:
  - Next step in progression from retro rockets (where add energy) to (conventional) aerobraking ("energy neutral") to Regenerative aerobraking (RECOVER Energy)
- Example approach MHD generation, flywheel storage (or H<sub>2</sub>/0<sub>2</sub> from H<sub>2</sub>0 or?)





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#### Possible MHD Synergisms

- MHD Accelerator:
  - In-space Propul. via Beamers
  - "Launch Assist" via Attached CNT Conductors
- MHD Generator:
  - Regenerative Aerobraking

Creative Design/Architectures could allow (re)utilization of MHD magnets etc. for launch inspace braking.



#### **Applications of CNT's**

- Overall weight Reductions order of 3 to 5
- Non-Cryo H<sub>2</sub> storage??
- Mag Sail
- [Better] Tethers
- IT/Sensor miniaturization/vast improvements/power reductions
- · Launch Assist

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#### "Mitigation" Genomics

- 1. Selection/Tailoring within existing Gene Pool [including at "pre-conception" level], commission creation of astronauts
- 2. Genomic "treatments" [e.g. Radiation Protection Genomic treatment available for Cancer Patients to mitigate Rad. Therapy influences on normal tissue]
- 3. "Invention"/Creation of appropriate Genome alterations at pre-conception stage ["Designer Humans"] Are we tracking the worldwide Research?



#### The Exploration "Frontiers"

- "Roots" ROOM Temperature S-C
- Genomics Rad/Microg hardened Humans
- Aggregate Buildups for Economy of Scale
- · CNT's
- Moletronics
- Isomers, LENR's, HEDM
- "Revolutionary Rocket"
- Free Form Fab
- Regenerative Aerobraking
- Reusable Infrastructures

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#### "Frontiers" (continued)

- Automatics/Robotics "In The Large"
- Orbital Beamers
- Total Recycling
- Optical Comms, Virtual Immersive Presence
- Symbolic Manipulation [Machines write the software]
- Nucs including Fusion [various flavors]
- M2P2 include Mag. Rad. Mitigation
- "Frontier" Solar



#### **Revolutionary In-Situ Resource Utilization**

- · In Situ Power Production
  - In Situ Produced Solar Cells
  - Space Based solar using C-nanotubes to reduce structural weight
  - 150 degree F surface Temperature swings to power compressors
  - Mars Fe Rectennas (to receive power from Solar Electric Propulsion Vehicles in Aerosync
  - Geothermal
  - Radiometric mills (operated by Martian dusty/electrically active winds)
  - CO<sub>2</sub>-Mg Heat Engines
  - CO2-Li Fuel Cells
  - Geothermal
  - C-Nanotube H2 storage & ultracapacitors
- CO<sub>2</sub> in atmosphere solar pumped laser
- Life Support
  - Zeolite molecular sieve water extraction
  - Bio Engineered Plants for Mars Crops
  - Production and Storage of H2O & O2 at Outposts
  - Rapid Prototype Construction and Repair of Mars Habitats w/Mars Fe and Glass Powders
  - In Situ Produced C-Nanotube/H, Shielding
  - Inflatable habitats in Lava Tubes/caverns

- In Situ Propellant Production
  - Direct semi-conductor solar powered H<sub>2</sub> extraction from H<sub>2</sub>O
  - Sample Return Propellant from Near Earth Asteroids
  - Mars Outpost Robotic Rover Propellant for
    CO.
  - Asteroid Reaction Mass Acceleration to Change its Orbit
- · Non Ore Specific Differentiation
  - Magma Electrolysis
  - Electronically Enhanced Sputtering
  - Plasma Furnaces
- Manufacturing with In Situ Resources
  - Manufacturing hopper vehicles in-situ
  - Production a high mass fraction of Rovers with In Situ Fe
  - Human in the loop replication of high mass fraction of human habitats
  - Free form fabrication/repair using Martian Fe and glass powders

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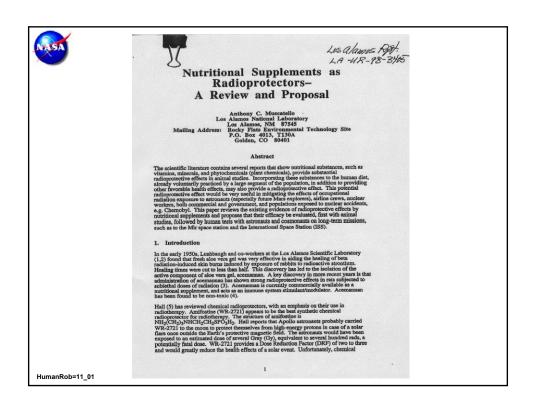
#### [Sample] Uses for Martian CO<sub>2</sub>

- · Nuc Shielding
- Metal fuel cells
- · O<sub>2</sub> Production
- · C for CNT's
- Pressurized Rockets
- CH<sub>4</sub> fuel production
- In-atmosphere solar pumped CO<sub>2</sub> Laser
- Polyethylene Production



#### **Some Bio Suggestions**

- Search for/Utilization of Non-Carbon Based Life Forms
- Bio-engineered Plants for Planets
- Suspended Animation [depress hypothalamus to reduce body temperature and dehydration]
- Recycling of solids [feed to bugs, eat bugs Excellent fat/protein source]
- Genomics for Immune function boosting





### 3 Major/Disparate Energy/Propul. Approaches

- 1. Quasi-Conventional (Adv. Solar, Beamers, Water/Chem., MHD, Depots, Geothermal, etc.
- 2. (Fission) Nucs all-the-way (except ETO)
- 3. Frontier Concepts LENR's, Fusion(s), Isomers, Other HEDM, ?

PLUS: - Major Public Works (tethers, "elevators," etc.)

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# "Preposition" Everything Possible/Reasonable [Safety]

- · Comm/Nav/Solar Sats
- ISRU "In The Large"
- Return Fuel/Propulsion inc. beamers, tethers
- Power
- Habitats
- Robotic Adjuncts



#### Fempto/ATTO-Second Lasers

- Order E-15 Pulse Length
- Improved Atmospheric Propogation (< breakdown time), "Pre-Plasma Channeling"
- Can "cut through anything," 100 Terrawatt to Petawatts per pulse
- Wholly new/different material Interactions/Kill Mechanisms, no "protective plasma layer" formation, Huge localized electrical/magnetic fields (>atomic forces)
- Can be small/inexpensive

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# Fempto/ATTO-Second Lasers Applications

- Sensing
- Laser and (from "secondaries") gamma/x-4ay (effective defense against hordes/swarms weaponry)
- Fission ignition (accomplished)
- Enables new neutron, positron, x-ray and gamma ray sources
- Fusion ignition/thermonuclear
- Broaching, "make safe"
- Comms
- Beamed propulsion
- Materials processing and "machining"
- · Medical applications



#### Advanced SPACE Technology Rackup

- Space Access (Blast Wave Accelerator/\$50/Lb, Tether Cable Catapult, Solid H<sup>2</sup> Fuel/2000 sec., PDWR/Liq. Fuel, Ejectors, C-nanotubes)
- <u>Interplanetary Flight</u> (H<sup>2</sup> Rad. Shielding, Magnetic Sails, Aerobraking, Tether Propulsion, Isomer Propulsion, High(er) Thrust Electric/Mag. Nozzles, C-nanotubes, Recycling/liquids/gases/solids?)
- Exploration Ops (In-situ resources/including Return Fuel, Bio-Engineered Plants, Geothermal for Mars, C-nanotubes, Virtual Presence/Robotic/AI+)
- <u>Interstellar Flight</u> (D-He<sup>3</sup> Fusion, Anti-matter, Beamed Energy)

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#### Far(ther) Term

- Nano self assemblers including ISRU
- "Beyond Human" AI, Cyber/Artificial [non-anthropomorphic] sentient "Life"
- Fusion, Anti-matter Propulsion
- ZPE



#### Potential Commercial/Military Reusable Space Infrastructure(s) and Opportunities

- Fuel Depots
- Beamers
- Tethers
  - For In-space propul., Orbit raising, Maneuv.
- Reusable Revolutionary ETO Rocket
- Virtual/Immersive Telepresence
- Space Solar Power
- "Discoveries" [Materials, energy, Life forms]

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#### The ISSUE

- Capabilities of "Learning"/Adaptive AI/Robotics as a function of time [Huge Commercial/Foreign Investments with tremendous "promise"]
  - For "Aid and Comfort" to Human Ops
  - As Replacements for Humans for "Discovery," The "Unexpected"



#### What Supplies the Brilliance?

- Conventional Increasingly capable/miniaturized computers/processors
  - E6 since '59, E6 to E8 on the Horizon (Silicon/optical/bio/nano/molec./quantum)
- Unconventional/Emerging
  - Artificial Life/"Cyber Life"
  - Directly from the brain

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#### AI (AND BEYOND) COMPUTING

#### **Human Brain Characteristics/Capabilities**

- 100 billion neurons
- 100 trillion connections
- 200 calculations/second, (slow) speed of neural circuitry
- · 20 million billion calculations/second
- Excellent at (parallel-computing) pattern recognition, "poor" at sequential thinking
- · Operates via "random tries"

#### **Machine Capabilities**

- Currently, 10,000 billion calculations/second; 100,000 billion by 2004
- By 2010, 20 million billion is available (by 2025, on a PC)
- By 2030, PC has collective computing power of a town full of human minds



#### U.S. "HUMAN BRAIN PROJECT"

- Begun in early 90's, funded by 16 organizations across 5 agencies (NIH, NSF, DOD, NASA, DOE)
- AKA "Neuroinformatics" (intersection of neuroscience and informatics)
- "Exploding field;" 10,000 individual presentations at annual meeting of Society for Neuroscience (from molecular geneticists to cognitive psychologists)
- Determining detailed neuroanatomy of human brain ("digital brain atlas")
- Use of IT to study brain, use of brain info to aid IT/AI

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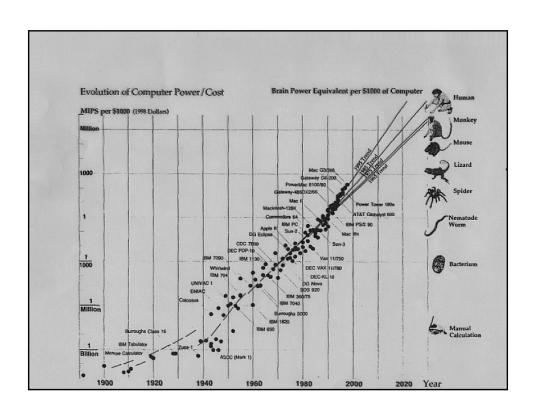
# THE "IMAGINATION ENGINE" aka "Creativity Machine," aka "Creative Agent"

- Current AI "best bet," not a rule based/expert system
- GENERATES new ideas/concepts via starving a trained neural net of meaningful inputs, forcing it to "dream"/"cavitate," create new concepts, etc. An attendant neural net used to capture/record/evaluate and report on these "writings."



#### **Robotic Intelligence**

- Two "flavors
  - Traditional AI Rule Based
  - Experiential Behavior Based (Neural Nets/other "Soft Computing"
- Combination of these is current "best bet" (per Moravec) to produce artificial/cyber "life" which will possibly-to-probably be sentient but will not be anthropomorphic





#### "Humankind"

- Evolved as Dominant Animal on Planet:
  - Social/Hunter-Killer GROUPS (Mental Development)
- Will Evolve?:
  - Initially into "Augmented" Bodies/Minds (Cyborgs)
  - Eventually into Hans Moravecs' "Mind Children?"

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#### **Human Evolution?**

- BODY
  - Wet Electrochemistry
  - Plus
    - Repair/Replacement
    - Augmentation
  - Other than Wet E/C
- MIND
  - Wet Electrochemistry
  - Plus
    - · Off-board Adjuncts
    - · On-board Adjuncts
  - On/Off-Board "Computer"



#### SAMPLING OF AUTOMATICS/ROBOTICS "STATUS"

#### Civilian

- Industrial--increasingly automatic manuf., robots order/deliver products from/to other robots
- Agriculture--increasingly robotic (plowing, fertilization, watering, harvesting, packaging/shipping)
- Space--robotic planetary etc. exploration

#### **Military**

- · "Fire and forget" missiles
- UCAV's, UAV's, UUV's
- Direct sensor-to-shooter (both robotic)

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#### **Energy/Power Options**

- ON-BOARD
  - Batteries
  - Fuel Cells
  - Heat Engines
  - "Biologics"
  - "Blacklightpower"/ LENR's?
  - C-nanotube H2 storage

- OFF-BOARD
  - Beamed MW
  - Beamed/Natural Photons (PV, Photosynthesis)



#### **A Reading List**

- Robot Hans Moravec, Oxford Press/'99
- The Age of Spiritual Machines Ray Kurzweil, Viking Press/'99
- The Spike Damien Broderick, Forge/'01
- The Singularity Ray Kurzweil, to appear
- www.imagination-engines.com

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# For Learning/Adaptive "AI" [to beyond Human Level]

www.cyberlife-research.com



## Military/Other Govt. Research of Especial Interest for Exploration

- Smart/Brilliant/Multi-Functional Materials [DOD, DOE, NSF]
- Smart Dust [DOD]
- Large "Light Buckets"/Remote Sensing [NRO, USAF]
- Moletronics/"Beyond Silicon" [DARPA, NSF]
- Robotics including High Radiation Environments [DOD, DOE]

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#### **Other Govt. (continued)**

- NanoTech [NSF, DOD, DOE]
- Micro Air Vehicles [DARPA]
- HEDM [DARPA, USAF, DOE]
- HPMW [USAF, DOE]
- Rad Hardened Electronics/Sensors [DOD, DOE]
- NanoSats [DARPA, DOE, USAF]
- Space Servicing/Reconfiguration [USAF]
- Light Weight Solar Arrays and Space Antennas [USAF]



#### Other Govt. (continued-2)

- Collaborative Satellite Clusters & Sparse Apertures [USAF]
- "Energy Harvesting" [DARPA]
- Space Refueling In-flight [DARPA]
- High Temp. S-C Electronics [DARPA]
- Compact Torroids [DOE, USAF]
- Terrabit Fiber Optics [USAF]
- High Energy Lasers [DARPA, USAF]
- Crycoolers [DARPA, USAF]

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#### Other Govt. (continued-3)

- Composite Cryo Tanks [USAF]
- Inflatable/Multifunctional Materials/Structures [USAF]
- Light Weight Thermal Protection [USAF]
- Adv. Flywheel Storage [USAF]
- Ultra-Precision Pointing [DARPA, USAF]
- Fuel Cells [DARPA, DOE]
- Magnetic Materials [DOE]
- Parachutes etc. [DOE]
- PROPUL.-IN-THE-LARGE [DOD, DOE]